30
HALF-MINUTE
HERO
EVERYONE 10+
E
10+
CONTENT RATED BY
ESRB
XSEED
JKS
GAMES

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

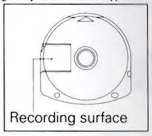
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick® Duo or Memory Stick® PRO Duo (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface

Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

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Getting Started

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover.

Insert the ***Half-Minute Hero*** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

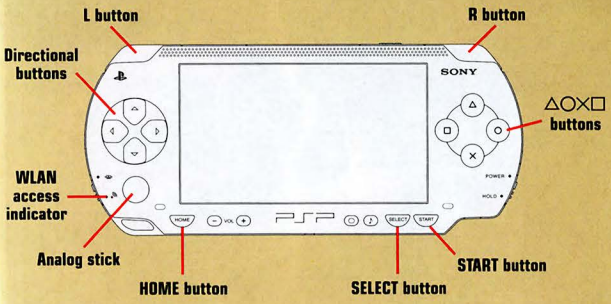
NOTICE: Do not eject a UMD® while it is playing.

Memory Stick® Duo

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Starting Up



The controls for ***Half-Minute Hero*** will vary depending on which mode of the game you are playing. Please see the appropriate section of this manual for how to control the different game modes:

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Starting the Game

Select "Start" from the Title Screen to start the game.
Select "Continue" to load your data and resume your saved game.

Main Menu

Story Mode

There are four game modes in this title:

- **Hero 30 (pg. 6)**
- **Evil Lord 30 (pg. 10)**
- **Princess 30 (pg. 14)**
- **Knight 30 (pg. 18)**

(Knight 30 will appear after you have cleared the first three modes.)

Ad Hoc Mode (pg. 22)

This will allow you to use the Ad Hoc Mode to play against other people.

Goddess Room (pg. 26)

You can view the monsters you have defeated or the weapons you have obtained here.

Options (pg. 26)

Game settings can be changed here.

Save

This saves your current game data.

Load

This resumes your game from the last save data.

Erase Data

This will delete your save data.

Goddess Era 100:
A single traveler made a pact with the Time Goddess and began his long, long journey to save the world. Only 30 seconds remain until all he knows is destroyed.

HERO 30

Hero
A former recreational traveler. He was wandering the land aimlessly but was made into the "Hero" when the evil lord started casting the spell of destruction.

HERO 30 is...

A high-speed RPG that must take place within 30 seconds from the start of the game to the defeat of the evil lord. You will have to level up, gather equipment, complete events and defeat the evil lord, all within that time. If the timer counts down to zero, it's game over, man.

HERO 30 Controls

Analog stick or Directional buttons	Movement Hold the directional buttons plus ◉ button to Dash
⊗ button	Confirm, Enter Town or Dungeon
◉ button	Field – Dash Battle – Dash attack
▣ button	Field/ Battle – Use Item
L + R buttons	Battle – Flee
START button	Open Pause Menu
WLAN Switch	Use Ad Hoc Mode (see pg. 22)
Stage Select	
△ button	Open Menu You can save from the menu (see pg. 5)

Hero 30 Introduction

Main Screen

Field Action

Movement

Use the analog stick or directional buttons to move. Holding the directional buttons in one direction while pressing the ○ button will allow you to dash and move faster. While dashing, you can avoid encountering enemies, but your life will continue to decrease at a rapid pace. When your life goes down to 1, you cannot dash anymore.

Battle

While walking around on the field, you will have random encounters that will allow you to fight enemies. The battle itself will progress automatically but you may use the □ button to use your item or the ○ button to execute a dash attack. Holding the L and R buttons together will allow you to flee from battle. If you die in battle, you will return to the starting location with only 10 HP (Hit Points).

Town

What to do in Towns

The following are activities you can do in towns.

- **Goddess Statue**
  Pay money to reverse time.
- **Shops**
  You can purchase equipment and herbs here. Equipment will be equipped automatically when purchased and food items will heal your HP on the spot.
- **Citizens**
  There will be a "!" mark over the heads of citizens to show that they have information about an important event. Press the ✕ button to talk. Some quests cannot be cleared unless other events are completed first.

Goddess

Praying to the Time Goddess statue will turn back time (for a price). However, every time you pray to the statue, the amount you must pay will increase.

Results Screen

After defeating the evil lord of the current quest, the results screen will display. You can view the clear time, clear rank and other special titles pertaining to the stage.

Caravan

After completing a quest there will be an intermission called the Caravan Scene. Here, you will be given advice for the next mission as well as data for the quest you have just cleared.

Quest Select

You can select any quest you have previously completed to replay or to view information on them. You can also press the △ button to open the menu to save (see pg. 5). Press the □ button to view the quest results and password (Ranking Spell) for the Hall of Heroes online ranking (see pg. 26).

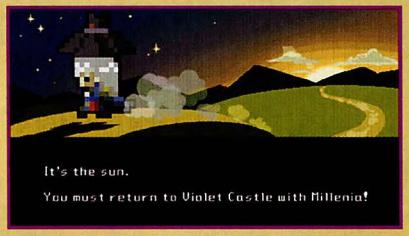
Goddess Era 200:
A man so obnoxiously gorgeous that he declared himself the most beautiful evil lord ever. But, in spite of his evil title, he fell in love with a mortal. He now punishes all that is evil for her sake and seeks to lift her monstrous curse.

EVIL LORD 30

Evil Lord
A powerful evil lord who has lived for a very long time. He sets off on a journey to save his beloved Millenia.

EVIL LORD 30 is...

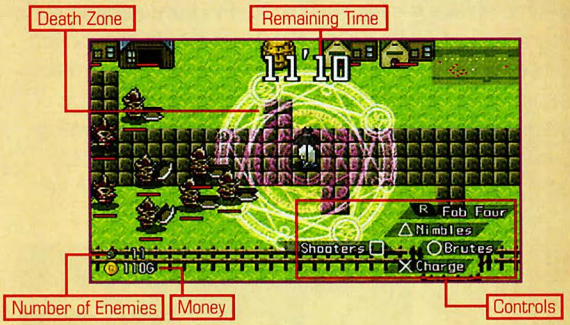
A real-time strategy game where the Evil Lord summons monsters to fight enemies. Summon monsters are divided into three types: Brutes, Nimbles and Shooters. Enemies are also divided up into the same categories. Each type of monster or enemy has advantages/disadvantages towards another type of monster or enemy. Figuring out the best strategy to use against each type is the tricky part. When the time limit reaches zero, the reign of evil is over.



EVIL LORD 30 Controls

Analog stick or Directional buttons	Movement
⊗ button	Charge
◎ button	Summon Monster: Brute
△ button	Summon Monster: Nimble
▣ button	Summon Monster: Shooter
R button	Summon Monster: Fabulous Foursome
START button	Open Pause Menu
Story Select	
△ button	Open Menu You can save through the menu (see pg. 5)

Main Screen



Monsters

Mana and Summoning

Pressing the □, △, or ○ button will summon a Shooter, Nimble, or Brute monster respectively. Depending on how much of your mana is charged, monsters of varying strengths can be summoned. The size of the Death Zone indicates how much mana you have.

Mana will replenish over time, but if you summon continuously without stopping, your mana will be depleted, allowing only low level monsters to be summoned for a period of time.

When any of the Fabulous Foursome is on the field, touch them and then press the R button to summon. You can summon them only once per story quest.

Charge

Pressing the × button will cause all monsters in the Death Zone to charge in the direction that the Evil Lord is facing.

System

Rock-Paper-Scissors (Rochambeau) System

Your summon monsters, like the enemies, come in three basic classes. Each class has an opposing class that it is strong against, and another class that it is weak against. Knowing which type to summon during which situation is key to completing the game.

Goddess

Turning Back Time

On the field of Evil Lord 30, you can touch the Goddess Store to turn back time. In order to turn back time, you will use up all the money you have. No matter how much money you spend, the time limit will be reversed back to 00:30.

Leveling Up

When you beat a story quest, you will be evaluated as to how well you played. The amount of money you have at the time of the completion of each quest will be saved. When you reach a certain amount, you can level up. Leveling up will allow the Evil Lord to have a higher maximum mana and the ability to summon new monsters as well as stat boosts, such as being able to walk faster.

Story Select

You can go to the Story Select screen to choose new quests to progress the story. You can also replay any past quests if you should decide to do so. Pressing the △ button at the Story Select Screen will open up a menu where you can save your data.

Goddess Era 300:
In order to find a cure for her father's illness, she looks to the outside world. With the lives of her soldiers completely dependant on her, she sets forth on her brief but epic outings. Under a strict 30 second curfew she gracefully, yet fiercely, obliterates the enemies in front of her.

PRINCESS 30

Princess
A cheerful princess who sets off on a journey to save her father. Her true nature shows when she carries her giant crossbow.

PRINCESS 30 is...

A shooting game where you must obtain an item and return to the castle within the limits of a 30 second curfew. The player will control the Princess and shoot arrows while she is carried by her soldiers. If the timer reaches zero, you've violated curfew and the game's up, Princess.

PRINCESS 30 Controls

Analog stick or Directional buttons	Movement / Moving the player unit to the back of the screen will slow you down
◉ button **✕ button** **△ button** **▣ button**	Shooting Crossbow: ◉ button: Right ✕ button: Down △ button: Up ▣ button: Left Holding a button down will gradually narrow the range of the arrows
START button	Open Pause Menu
Mission Select	
△ button	Open Menu Open the menu to save your data (see pg. 5)
▣ button	Change the Princess' costume

Main Screen

Field Action

Flow of Game

In Princess 30 missions, there are two parts to each stage: "To" and "From." You will start at the castle and go to the end of the field to obtain the item you are looking for. The soldiers must then return the Princess to the castle. There may be missions where fierce boss battles await.

Morale and Fever Mode

Defeating enemies or destroying objects will raise the morale of the soldiers. When the Morale Gauge is filled, you will go into Fever Mode. When in that mode, you will speed up and become invincible. However, if you collide with monsters or objects, the gauge will decrease.

Player Unit

SOLDIERS

The soldiers with the Princess will group together to form a unit that the player controls. Whenever you take damage from enemies, the soldiers will be injured, causing their numbers to decrease. In the middle of the group, there are two soldiers called Johnny and Max who are permanent, but the fewer the number of soldiers you have, the slower you will move. Keep in mind that your Morale Gauge will rise faster when you have more soldiers as well. When the number of soldiers you have decreases, you may receive reinforcements from the castle.

GODDESS CARPET

The red carpet you will find on the field is called the Goddess Carpet. While walking on top of the carpet, you will exchange money for additional time.

FAIRIES

There are four types of fairies you can find on the field. Touching one of them will grant you various special powers for a brief time.

Doubles the strength of your arrows	Immunity from the negative effects of various land types
Fills the Morale Gauge faster	Shoots arrows in all directions

Results Screen

Once you have cleared a stage, you will be shown your results for the stage you have just completed. The money you have left at the end of the stage will be used to treat wounded soldiers. This will affect the reinforcements that you will receive.

Mission Select

The Mission Select screen allows you to replay any stage that you have previously completed. Press the △ button to open the menu to bring up the Save menu (see pg. 5). As the story progresses, you will be able to press the □ button to change the Princess' costume on the Mission Select Screen as well.

Goddess Era 500:
With the Goddess gone and darkness overrunning the world, two shadows can be seen wandering the land. An endlessly optimistic young man meets the one who he must protect at the cost of his life. Can he hold out until the spell of doom is cast?!

KNIGHT 30

Knight
The term "greenhorn" fits him best. He was brought back to life by the Sage.

Sage
The Sage can cast a spell to clear out the monsters in an area in 30 seconds. Uses Knight as a human shield without hesitation.

KNIGHT 30 is...

An action game where you will control the Knight, protecting the Sage from harm for 30 seconds. The Sage will take 30 seconds to finish casting his spell. In that time, you will utilize various items and actions to protect the Sage from the legions of monsters. If the Sage's health drops to zero, all is lost.

KNIGHT 30 Controls

Analog stick or Directional buttons	Movement Holding the ◉ button will make the Knight run faster. (Your stamina will continue to decrease while running)
⊗ button	Action button Pick up Items: Use, Hold button to throw Hold the Sage's hand, let go of the Sage's hand Jump on monsters
◉ button	Hold to Dash Holding this button while holding hands with the Sage will cause you to carry him and run
▣ button	Take out item from knapsack This will cycle through the items in your knapsack
△ button	Call out to the Sage Using this button will make the Sage move towards the Knight
START button	Open Pause Menu
Stage Select	
△ button	Open Menu Open the menu to save your data (see pg. 5)

Main Screen

Field Action

On the field, you can use sticks and stones on the ground as weapons. These can be picked up using the ✕ button. Press the ✕ button again to use them. Press and hold the ✕ button to throw the item. As you can see, most actions are done with the ✕ button. Our Knight is a simple individual, after all.

The ✕ button can also be used to jump onto monsters (while carrying nothing) and to hold hands with the Sage to guide him to another place on the field.

While holding hands with the Sage, you will be able to move together. Moving him to a safer location will be one of the most basic strategies in Knight 30. Dashing with the ○ button while holding hands will allow you to do a Carry Dash. It allows you to move faster but it can deplete your stamina quickly.

Press the △ button to call the Sage over to you. If you are carrying a weapon or if the Sage is far away, this is how you can get him to come to you.

All-Nighter Item

When the Knight levels up, you will be able to create and bring your own items to the field. Press the □ button to take an item from your knapsack and place it on the ground in an inactive state. Inactive items can be set on the ground to reach other items within the knapsack without using them. To use or activate an item, place and activate with the ✕ button.

Death of the Knight

If the Knight's HP drops to zero, the game's not over yet. Your body will remain where it is, but you can move around in spirit form. Return to the Sage and he will revive you.

Results Screen

After you complete an episode, you will obtain experience based on how you did, which will be shown on the results screen. After gaining a certain amount of experience, you will level up and gain the ability to create new items or to level up items you already know how to make.

All-Nighter

Before you start each episode, you will move to the "All-Nighter" screen where you will prepare for the next episode. Here, you can cut into your sleep time to create items to bring with you. The time it takes to create an item is dependant on the level of the Knight. You can also sleep without making any items – in which case, your HP and Stamina will increase significantly for the next episode.

Episode Select

In the Episode Select Screen, you can move on to new episodes or replay old ones. Press the △ button to open up a menu to save your data (see pg. 5).

Ad Hoc Mode

Ad Hoc Mode:
Wager your reputation and see who is the true hero. Obliterate the evil lord as fast as you can.

Ad Hoc Mode

Ad Hoc Mode is a game mode where you can play Hero 30 with up to four people. The basic controls are the same as Hero 30 (see pg. 6).

To play Ad Hoc Mode, the WLAN Switch on your PSP must be turned ON. All other participants must have theirs switched on, as well.

Main Screen

How to Play

Menu

Host (Prove yourself the True Hero)
The host of the network game will start by gathering players. The host will also set the quest and other rules of the game.

Join
This will enter your hero into a game waiting for people to join.

Rename
This will change the name of the hero you will use in game.

Password
This will allow the host to limit who may play in the game.

Hero Waiting Room

Once the participants have been decided on, you will move to the waiting room screen. This is where the host will inform the other players of the battle map, the time limit and any other options for that particular game.

Rules

There are three maps the players can select, but the player that defeats the evil lord first wins for all of them. The ideal strategy for each map may differ, but the quickest one to obtain items will usually prevail as the victor. Pressing the START button will interrupt the game for all players.

Battle

In Ad Hoc Mode, not only do you fight monsters, you can fight other players, too. Hold the R button and collide with another hero to start a battle with them. If another player presses the R button while a hero is fighting monsters, that hero will join the battle on the side of the monsters. If a player loses against another player, the loser will have their hero's level halved.

HERO 30

The timing to turn back time...

If you have some time left, it would be a waste to turn back the clock right then and there. If you have enough time for another battle, do so to save money.

I don't have enough money to turn back time!

Even if you don't have enough money, you are allowed to turn back the clock once in exchange for all your money. But after that final chance, time will not stop even when you are in towns. Be sure to use this only as a last resort.

I can't beat the evil lord!

There are certain key things you must do to beat the evil lord in each quest. You must either gather equipment that will help you withstand the evil lord's attacks, or seek the help of an ally.

EVIL LORD 30

The monsters won't follow me...

Some monsters don't do anything even after you have summoned them. In this case, the ⊗ button is your friend. Make them "charge" at enemies when those monsters are in your Death Zone. They will charge in the direction Evil Lord is facing.

The Fabulous Foursome isn't doing their job!

Though they may look strong, you may think that the Fabulous Foursome aren't very useful. You must use them at the right moment to maximize their effectiveness, such as when the Evil Lord is surrounded or when the enemies are lined up.

I understand the Rock-Paper-Scissors relationship, but...

You must understand the relationship between the units, but if your monster's level differs too much from the enemy, you're in for a rough ride. Try to level up in the stages you have already beaten so you can summon even stronger monsters. When you level up, you can receive bonuses like having your mana recharge faster.

PRINCESS 30

I can't speed up...

Running over the grass or swamp areas will make you go slower. You'll have to take the roads as much as possible if you want to go faster.

The carpets are useless!

Are you running through the carpets too quickly? That carpet can turn back time for as long as you are on it, but if you breeze past them, the amount of time that is reversed will be minimal. Sometimes, going slower is key to reversing time.

Where are my reinforcements?

Did you notice that your money is used to treat wounded soldiers after each stage? If soldiers are not treated, they cannot rush to your aid. If you feel like you don't have enough soldiers, try replaying past stages to save up some money. Those injured soldiers might just come back.

KNIGHT 30

M-My Sage, can't you cast it any faster...?

There are places called "Sanctuaries" on some of the maps. Placing the Sage on this part of the map will allow him to cast at twice the normal speed. This just may be able to turn the tide of the battle.

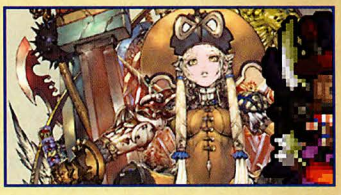
wheeze... My stamina...

Dashing is a convenient way to carry the Sage to safety. But this action can also deplete your stamina quickly, making you vulnerable when you run low. Recharging your stamina intermittently will allow you to prevent the complete depletion of your stamina. A knight must know what to do at the right time.

I can't decide what item to bring...

What items you should bring are always a cause for concern, but "horse meat" is effective against beasts while "scarecrows" are effective against humanoid enemies. If you choose carefully which item to bring to what stage, you will see just how useful an All-Nighter item can be. On the other hand, it is sometimes important to just sleep and start out in tiptop shape.

Goddess Room



Here, you can view the evil lords you have defeated and the equipment you obtained. Most of the items here are from Hero 30. A more detailed description of each can be viewed here than the brief mentions in-game. As long as you keep playing, you will be able to keep adding information. It may be a long journey, but try to complete it.

Options

In the options menu, you can toggle the Sound Effects and BGM (background music) on or off. Name changes for the main character for each mode are done here, as well. Also, the player can register his or her name to obtain a Registration ID and password to view the online ranking site, "Hall of Half-Minute Heroes."

You cannot register for the "Hall of Half-Minute Heroes" with the default Registration ID displayed when you first start the game.

Online Ranking

Regarding the 50 quests available in Hero 30, you will compete among fellow players with your "Clear Time" and "Clear Level" results. You will need the "Ranking Registration ID" in the option screen as well as the "Ranking Spell" displayed after completing a quest.

Go to the official game site at **http://www.halfminutehero.com** for more information on how to view your online ranking.

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